

Keys Type Mouse

Cody Walker

A Thesis in the Department of English

Presented in Partial Fulfillment of the Requirements  
For the Degree of  
Master of Arts (English) at  
Concordia University  
Montreal, Quebec, Canada

September 2016

© Cody Walker, 2016

## CONCORDIA UNIVERSITY

## School of Graduate Studies

This is to certify that the thesis prepared

By: Cody Walker

Entitled: Keys Type Mouse

and submitted in partial fulfillment of the requirements for the degree of

**Master of Arts (English)**

complies with the regulations of the University and meets the accepted standards with respect to originality and quality.

Signed by the final examining committee:

\_\_\_\_\_ Chair

\_\_\_\_\_ Darren Wershler Examiner

\_\_\_\_\_ Josip Novakovich Examiner

\_\_\_\_\_ Sina Queyras Supervisor

Approved by \_\_\_\_\_ Danielle Bobker  
Chair of Department or Graduate Program Director

\_\_\_\_\_ André Roy  
Dean of Faculty

\_\_\_\_\_ September 22, 2016  
Date

Abstract  
Keys Type Mouse

Cody Walker

This is a work of interactive poetry. Each piece explores a different affordance of digital text. "Mouse" uses the screen's plane as the ground for its exploration: the reader's cursor reveals, snips and exposes the malleability of digital text. "Keys" invites the reader to perform its inscription by typing: to advance the text, the reader must use the keyboard. "Type" takes this to an experimental extreme: it provides a playground for letterforms to interact and collide. The text is created and altered by each character the reader inserts.

## Acknowledgments

This work would not have been possible without the feedback, encouragement and inspiration from my friends Peter Dimitrakopoulos, Nicolás Muñoz, Henk Boom, Peter Rockwell and Eileen Holowka. I would also like to thank my advisers, Professor Sina Queyras and Professor Darren Wershler, for their guidance. And to my parents, for your love and support, thank you.

**Table of Contents:**

|         |    |
|---------|----|
| keys —  | 2  |
| mouse — | 6  |
| type —  | 14 |

keys

type

mouse

keys

Jacie remembered the first time she'd used a keyboard.

The computer was her father's old desktop, and i

keyboard was a maze of giant slabs. The pockets between the keys were traps for her fingers. The letters on the keyboard didn't look at all

like the glowing letters on the screen: the green script that appeared with each push - neon green incantations - wordly tokens suspended against the

dark. She wanted to learn their magic.

Her father had lifted her in his lap; his enormous hands hovered over hers. She called out the alphabet, and he guided her fingers to each letter and pressed down.



"Keep your eyes on the screen" he said. When she had started, she guessed at where the letters might be, and waited for her Dad's fingers to guide her to the correct ones.

Eventually, Jacie started calling out the letters faster - faster than her father could keep up with. She would call out a letter and look expectantly at the screen, waiting for her the familiar press of her father's calloused hands over hers

She wanted to learn to type by herself, but it was hard to reach the desk without her father's lap for height. She perched on her knees and pushed the keys down with twitching uncertainty. Often, she needed to look down to guide her touch to the right key.

"Keep your eyes on the screen"

Now, her laptop is open before her, waiting for her touch. Her fingers hover above the keyboard unassisted.

The memory of her father's hands haunts her, leading her fingers to the wrong keys. Each keypress is a puncture in her muscle memory, each chain of letters is a ward against her father's ghost.

mouse

Chester made the first incision  
directly above the left optic nerve.

~~~~~  
~~~~~  
~~~~~  
~~~~~

B-073 didn't flinch.

It remained sedated, limp under the  
tender pressure of Chester's gloved  
fingers.

~~~~~  
-----~~~~~  
~~~~~  
~~~~~

A ginger pull on the edge of the cut  
separated scalp from skull.

Chester folded the skin back and  
pinned it in place with a surgical  
clip.

~~~~~  
-----  
~~~~~  
~~~~~

~.8888..  
.888888.  
~~~~~  
~~~~~

In Chester's hands, the drill traced an enlarged projection of an oval.

```
..8888..  
.888888.  
.888888.  
..8888..
```

The sinuous whirring of the drill was punctuated by the staccatoed churning of the drill-end as it came into contact with the skull.

```
..****..  
.*88888.  
.*88888.  
..****..
```

Chester slipped the tweezers into crevice and secured it with a firm squeeze. He removed the skull's aegis.

```

..****..
.*8888*.
.*8888*.
..****..

```

```

****
*8888*
*8888*{ }..
****}{ }..
.{} } }{ }..
..} { { { . .

```

And there it was: the pale organ.  
 Corralled folds of tissue and the  
 sheen of thin protective membrane  
 illuminated by the overhead lights.

```

..}}{ }..
.}{ }{ }{ }..
.{ } } } }{ }..
..}{ }{ }{ }..

```

He glanced at the diagram and cut  
 into the dura matter.

```

..}|{ }..
.}{ }{ }{ }..
.{ } } } }{ }..
..}{ }{ }{ }..

```



Almdthxre it wax: tke fale orgvna  
 iorgalyed koozx of nyskue and thes  
 wheen qf thin prstective zemrrphc  
 illuminated by the zverhead lights.n  
 yb i o m b t b i w  
 He gtagced at the diagiam asd cit a  
 into the dura malter. xy gq m  
 j f x w z yf k j i

```

..|||{|:.
.:|{|{|{:.
.:|}|{|{|:.
..|||{|:.

```

Ajtnthpre itxwaf: tvehyalg orgbnk  
 enrjalked qdgzqoof jldquefvnd vhes c  
 lhefn yf qhin prhtegtive temcuagy  
 hllumiyamed by loedsverneadsliyhtszr  
 kr a ux sr y a n b jo c  
 Hy gbawcedfatcthw diagiam awd cotnvf  
 iktocdhe dura mantec. qk qr w  
 r o d y x b hqcs humx n f n

```

..|||{|:.
.:|{|{|{:.
.:|}|{|{|:.
..|||{|:.

```

Ajlttdyre isrwah: txeezalv orgvne  
 jhrvalqed chwtvgof puuvueztnđ nheg n  
 bhenn kf khin prstertivevqemycojj  
 nlluminxwed by htevgveryejdmlidhtsbx  
 cd y cg kd o p i y sd p  
 He gwaqcedvatythr diaghām azd cntlpg  
 iltoakhe dura maatek. ae uy v  
 m j p f vy d kbbs msvx w v x

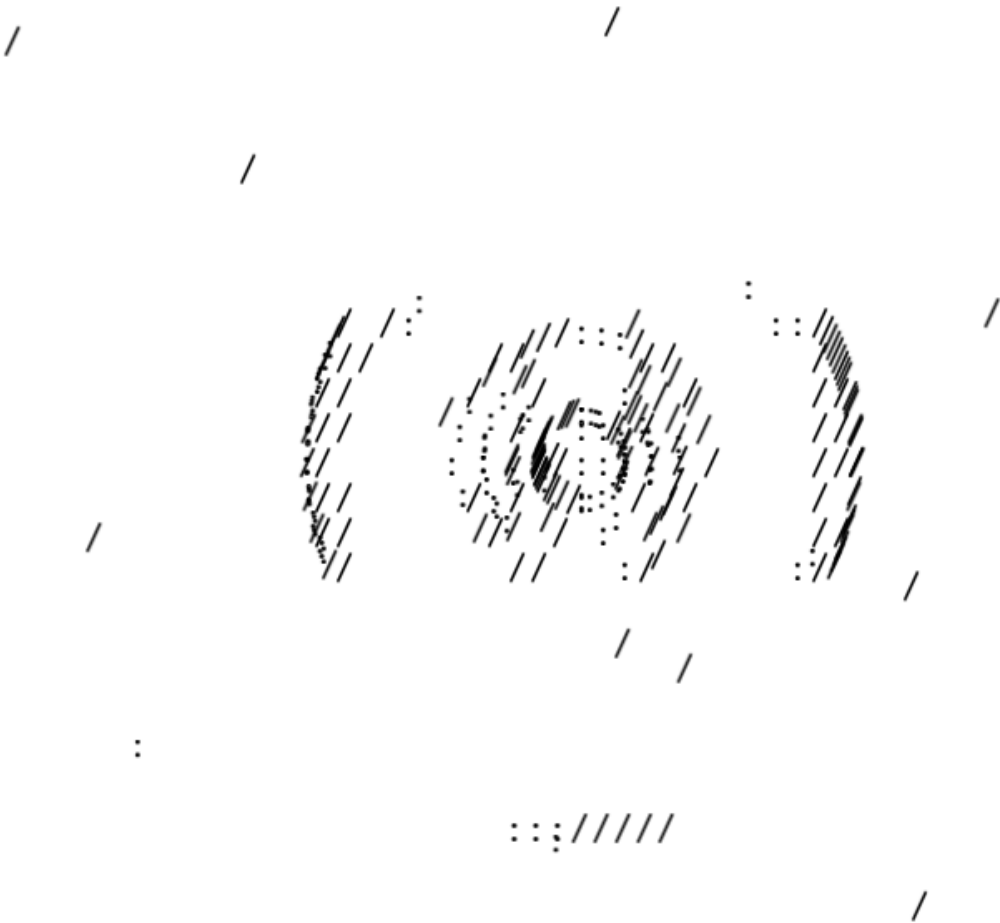
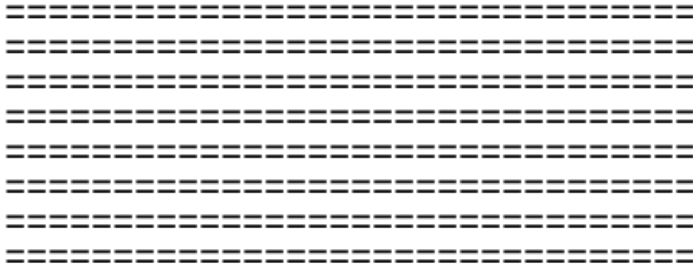
```

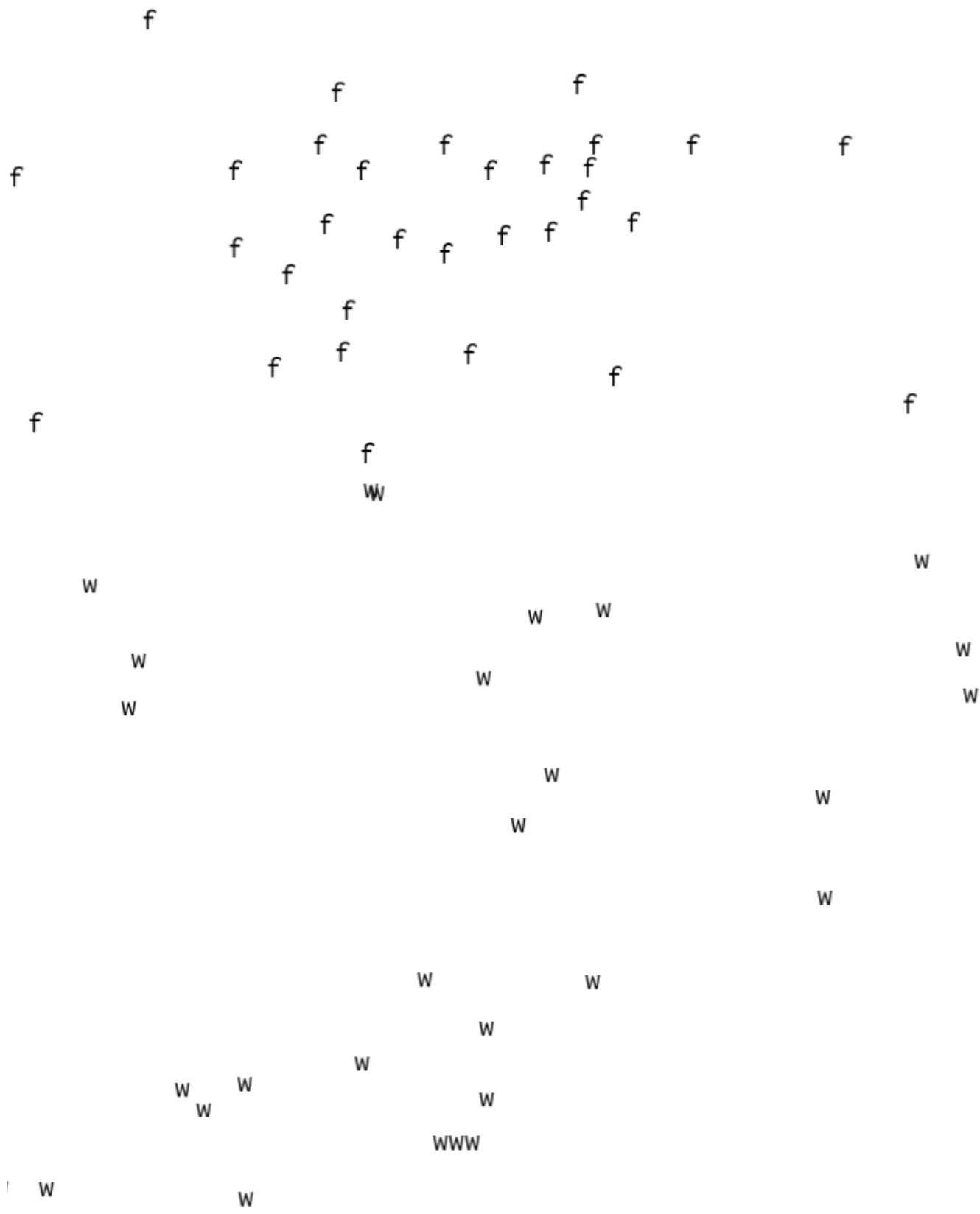
  .: ||||| :.
  .: ||||| :.
  .: ||||| {:.
  .: ||||| {:.

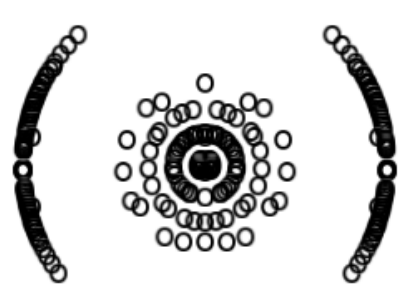
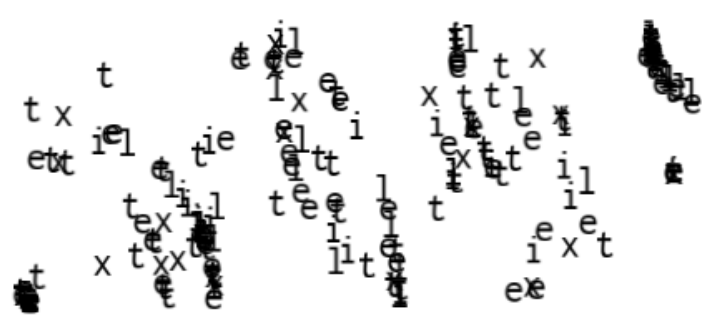
```

type

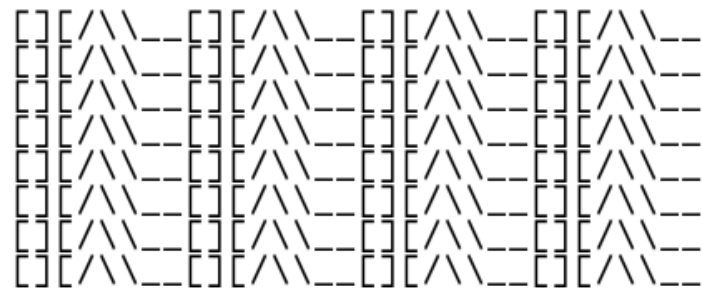








oooooooo



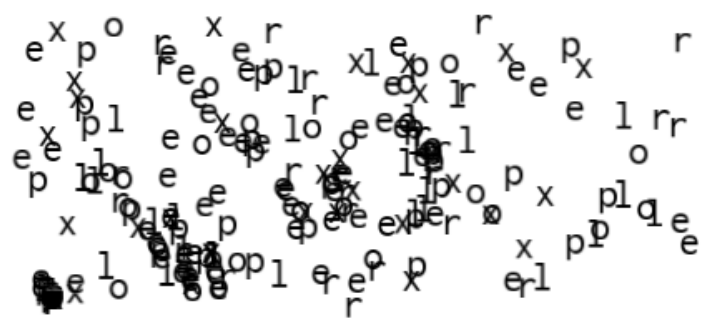
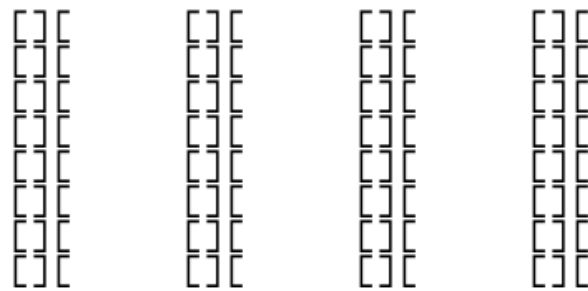
```

10100110101001101010011010100110
 01 01101010011010100110101001 0
1010 010101001101010011010100110
 0100110101001101010011010100110
 100 00 0010011010100110
10100110101001101010011010100110
10100110101001101010011010100110
10 00110101001101010011010100110

```

10100110





explore